My name is Henry White and I am Computer Science and Engineering Student at UC Merced slated to graduate in December 2020. Growing up, I was always a creative kid and dreamed of making an impact on the world. I have a deep passion for video games and content creation. Throughout my education, I have made an effort to participate in interdisciplinary study. For several years I worked as an Ocean Lifeguard in the City of Laguna Beach. Additionally, I worked as the Intern for the Merced Vernal Pools and Grassland Reserve. These experiences, although tangential, helped me learn a lot about what it means to develop something truly accessible. My interdisciplinary background allows me to offer unique insights in projects that would otherwise not see them.

From January 2018 to January 2020, I worked as the Intern for the Merced Vernal Pools and Grassland Reserve ([MVPGR](https://vernalpools.ucmerced.edu/)). The MVPGR is one of 39 natural reserves in the University of California Natural Reserve System ([UCNRS](https://ucnrs.org/)). As the Intern I was tasked with aiding [PhD candidate research projects](https://vernalpools.ucmerced.edu/research) and updating/maintaing the [official MVPRG website](https://vernalpools.ucmerced.edu/). Additionally, I was in charge of providing at least 4 tours a semester for faculty and members of the public. Pictured above is me giving a tour to delegates from Martin Luther University in Halle-Wittenberg Germany from September of 2019. This role was a great learning opportunity and allowed me to develop interdisciplinary skills. This experience gives me unique insights when solving problems and has helped me develop an open mind.

I am currently a student at the University of California, Merced and am anticipated to graduate December 2020. As a student, I major in Computer Science Engineering. In my college career I have participated in several projects including the club water polo team, an Engineering Service Learning Team, and the Q-Project. Many of the classes I have taken have had a focus on C and C++ programming. When I graduate I hope to work in a software engineering career and continue to work on personal video game projects.

From the Summer of 2013 through the Summer of 2016 I worked as an Ocean Lifeguard 1 for the City of Laguna Beach Department of Marine Safety. The Laguna Beach Department of Marine Safety is a high performing 100 person team working from 20 towers to guard 5.5 miles of coastline and 16.5 miles of ocean. Average summers included rescues of over 3,500 individuals and medical attention to over 4,000. I was named First Year Lifeguard of the year in 2014. This job taught me the importance of hard work and responsibility at young age. I was very fortunate to have had this role and I believe it has allowed me to bring a different type of thinking to common engineering questions.